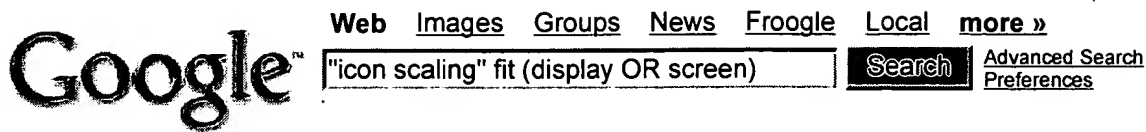


Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	1339	dutta\$.in.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:26
L2	6	1 and icon with (size or scal\$5)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:27
L3	35	1 and icon	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:27
L4	29	3 not 2	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:28
L5	1572	(scal\$5 or ((chang\$5 or increas\$5 or decreas\$5) with size)) with icon	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:35
L6	62	5 same (portion or area or region) with (designat\$5 or set or fit or fitted)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:36
L7	5	6 and (displa\$4 or presen\$5 or show or showing or contain or containing) with (all or every or each or total) with (icon)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:36
L8	92142	(scal\$5 or ((chang\$5 or increas\$5 or decreas\$5) with size)) with (picture or image or symbol)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:44
L9	2869	8 same (portion or area or region) with (designat\$5 or set or fit or fitted)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:44

L10	284	9 and (displa\$4 or presen\$5 or show or showing or contain or containing) with (all or every or each or total) with (picture or image or symbol)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:53
L11	21	9 same (displa\$4 or presen\$5 or show or showing or contain or containing) with (all or every or each or total) with (picture or image or symbol)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:40
L12	22375	(displa\$4 or presen\$5 or show or showing or contain or containing) with (all or every or each or total) with (picture or image or symbol or icon)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:40
L13	9	12 and 715/798-801.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:43
L14	6575	12 same (quantity or number or amount) with (icon or graphic or picture or symbol or image)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:43
L15	202	14 same (portion or area or region) with (designat\$5 or set or fit or fitted)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:52
L16	45	15 and (scal\$5 or ((chang\$5 or increas\$5 or decreas\$5) with size)) with (picture or image or symbol or icon or graphic)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:49
L17	40	16 not 11	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:45
L18	59	15 and (multiple or plural or additional or many or second) with (page or window or screen)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:51
L19	38	18 not 17	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:50

L20	45832	(icon or picture or graphic or symbol or image) with (multiple or plural or additional or many or second) with (page or window or screen)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:52
L21	1710	20 same (portion or area or region) with (designat\$5 or set or fit or fitted)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:52
L22	36	21 same (displa\$4 or presen\$5 or show or showing or contain or containing) with (all or every or each or total) with (picture or image or symbol or graphic or icon)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 13:54

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	1232	(resize or re adj size) with (icon or graphic or picture or image or symbol)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 18:03
L2	42	1 same (portion or area or region) with (designat\$5 or set or fit or fitted)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 18:03
L3	9	2 and (displa\$4 or presen\$5 or show or showing or contain or containing) with (all or every or each or total)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/29 18:04

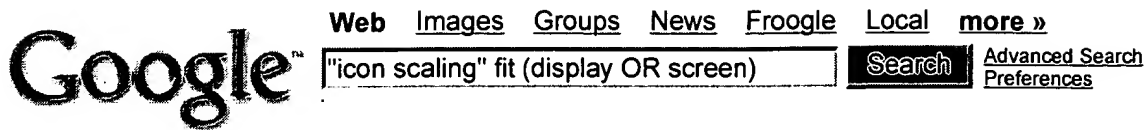
**Web**Results 1 - 10 of about 71 for **"icon scaling" fit (display OR screen)**. (0.41 seconds)Welcome to DEXplor!**Icon Scaling** - DEXplor can scale the icons to match the currently selected font... This allows for many more items to be viewed on the **display** at one time. ...dexplor.com/ - 29k - [Cached](#) - [Similar pages](#)Windows Marketplace: Mobile Utilities... because text and images can be easily reflowed to **fit** the **screen** size. ...The Column Fields, Toolbar, Font Size, **Icon Scaling**, Clear Type Fonts, ...windowsmarketplace.com/results.aspx?bCatId=740&SortBy=RATE&Order=D - 44k - [Cached](#) - [Similar pages](#)Ars Technica: Mac OS X Update: Quartz & Aqua - Page 6 - (1/2000)The dock is a row of icons centered on the bottom of the **screen**. ... **Icon scaling**

is also used when the dock gets so wide that it spans from one edge of the ...

arstechnica.com/reviews/1q00/mac-os-x-gui/mac-os-x-gui-6.html - 24k - [Cached](#) - [Similar pages](#)EP11747875a illustrates a graphical representation of a video **display screen** on a hand... a window but only eight icons would **fit** within the window **display screen**, ...swpat.ffii.org/pikta/txt/ep/1174/787/ - 49k - [Cached](#) - [Similar pages](#)Nautilus - Inside the shellin order to make it **fit** in the available area. ... by entering something in thelocation bar, the shell must figure out how to **display** this location. ...developer.gnome.org/doc/whitepapers/nautilus/nautilus-internals.html - 42k - [Cached](#) - [Similar pages](#)Slashdot | Major Step Forward For SVG in the Desktop... the virtual desktop to **fit** the physical **screen** being used at the time. ...I'm not so sure why it would be faster to render the SVG and **display** the PNG ...

developers.slashdot.org/developers/03/02/03/129215.shtml?tid=152&tid=106&tid=131 - 170k -

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from libegg is: recent files, treeview multiple file dnd and per-screen help and ... location bar, the shell must figure out how to **display** this location. ...

developer.gnome.org/doc/whitepapers/ nautilus/nautilus-internals.pdf - [Similar pages](#)

[/usr/bin/perl # pod2pdf.pl - converts Pod to PDF format ...](#)

... prevent the **display** of whitespace characters # at the end of a paragraph. ...

here if the whitespace will **fit** on current line # \$self->{x_position} += ...

perl.jonallen.info/pub/Main/Pod2Pdf/pod2pdf.pl - 36k - [Cached](#) - [Similar pages](#)

[SourceForge.net: File Release Notes and Changelog](#)

... Updated to latest libegg code, fixes a memory leak and some **icon scaling** issues.

... **Display** a user-visible error message when a GET or POST networking ...

sourceforge.net/project/shownotes.php?release_id=277554 - 83k - [Cached](#) - [Similar pages](#)

[/branches/adium-joscar/Frameworks/ \(log\) - Adium X - Trac](#)

04/30/2005 06:34:36 PM, 11524, 11524, evands, **Display** a critical alert when ...

09/25/2004 04:06:36 PM, 7082, 7082, evands, Keeping bubble-to-fit groups in ...

trac.adiumx.com/log/branches/adium-joscar/Frameworks/ - 513k - [Cached](#) - [Similar pages](#)

[2005-05-06 19:00 pollux * configure.ac, po/bn_IN.po: add bn_IN ...](#)

... showing label * Hopefully fix bug #450: infinite loop in **icon scaling** 2004-11-02

... libxfcegui4/session-client.c: Save **display/screen** in Clone/Restart ...

svn.foo-projects.org/svn/ xfce/libxfcegui4/trunk/ChangeLog - 147k - [Cached](#) - [Similar pages](#)

[\[GRASS-CVS\] scott: grass/src/tcltkgrass/module d.3d.views,NONE,1.1 ...](#)

... Next message: [GRASS-CVS] hamish: grass/src/**display**/d.what.sites main.c ...

to ASCII file:) 0 file} {checkbox s {Surpress **screen display** of STDS data} 0 ...

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[MacInTouch Reader Reports: Mac OS X Public Beta](#)

The same concept could be used for Finder windows: I've seen **screen** shots ...

Apple has optimized some parts to show of Quartz - like **icon scaling** in the ...

www.macintouch.com/Archives/ReaderReports/ MacOSX/beta/macosxbetareader18.html - 57k -

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[gnome-panel 2.8.0.1](#)

... Version 2.8.0.1 ===== Panel * Fix **icon scaling** in recent-files, ...

autohide (Mark) * Fix freakiness with autohiding and snap-to-screen-edge ...

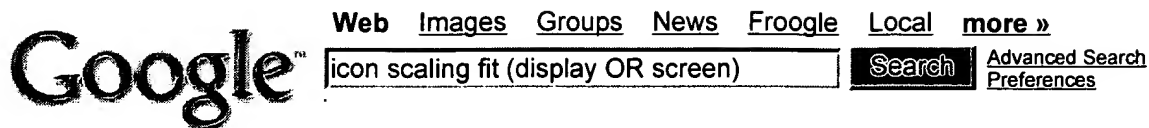
mail.gnome.org/archives/ftp-release-list/ 2004-September/msg00141.html - 5k - [Cached](#) - [Similar pages](#)

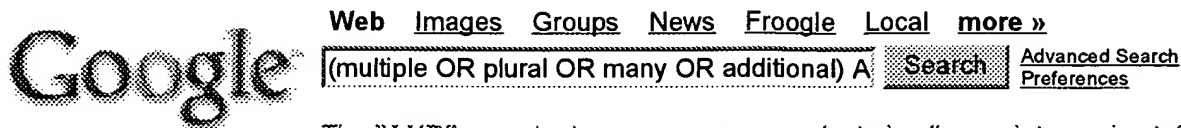
[Version 2.11.3 ===== Panel * Make the clear recent ...](#)

... Arvind) Clock Applet * Ignore focus padding so we **fit** nicely on a 24px ...

Applets * **Display** Notification Area help on the correct **screen** (Vincent) ...

cvs.gnome.org/viewcvs/gnome-panel/NEWS?rev=1.86 - 111k - [Cached](#) - [Similar pages](#)

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The "AND" operator is unnecessary --- we include all search terms by default. [\[details\]](#)

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Scholarly articles for (multiple OR plural OR many OR additional) AND icon AND (sheet OR screen OR page)



[Monte Carlo-minimization approach to the multiple-minima ...](#) - by Li - 198 citations

[Conjugal transfer of plasmid-borne multiple antibiotic ...](#) - by Jacob - 141 citations

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US Agency for International Development

Icon depicting epicenter of Dec. 26 earthquake in Indonesia · Tsunami Reconstruction -

A tsunami caused massive damage in **many** countries in Asia. ...

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Home of Microangelo the Grand Daddy of Icon Software

Microangelo Toolset offers a classic **icon** editor, plus everything needed to create

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The Iconfactory: Your Quality Freeware Icons Hub (news.asp)

Plateau contains 80 unique **icons** in **multiple** sizes and formats and is available

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Axialis Software - Screensaver Maker, Icon Maker, Cursor Maker ...

The future of **icon** creation No more pixel-by-pixel **icon** making. **Many** features

permits to create professional-quality **icons** in minutes. ...

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change exe dll folder icon, change keyboard key and customize ...

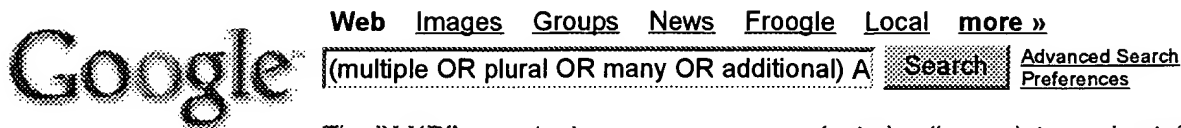
Picture To **Icon** converts images or any part on your **screen** into **icons**, ...

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Icon Searcher Home [SoftPlus] icontool.com

Support show how **many** **icons** per **page**, can jump any **page** you want. Support standard



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Web Results 11 - 20 of about 39,400,000 for (multiple OR plural OR many OR additional) AND icon AND (s

Icon - Technology - smh.com.au

The following stories appeared in this week's edition of **ICON**. ... If your browser has been attracting too **many** bugs, there are alternatives. more ...

www.smh.com.au/technology/icon/ - [Similar pages](#)

IconCool - Icon Editor, Icon Maker, XP Icon Creator, Buddy Icon ...

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Ranchero Software: NetNewsWire

NetNewsWire Lite contains **many** of the basic news reading features of NetNewsWire.

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Resource Description Framework (RDF) / W3C Semantic Web Activity

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There are **many** different clients for navigating such machine-readable ...

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PowerToys are **additional** programs that developers work on after a product ...

With this PowerToy, in addition to seeing the **icon** of the application window ...

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Icon Editors Page 1

AWicons handles **many** popular file formats (such as ico, icl, cur, ani, png, gif,

... IconEdit2 is a true color **icons** editing/screen snapshot utility. ...

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Best 200 shown

 Relevance scale ☐ ☐ ☐ ☐ ☐

1 [An empirical approach to the evaluation of icons](#)

J. M. Webb, P. F. Sorenson, N. P. Lyons

 August 1989 **ACM SIGCHI Bulletin**, Volume 21 Issue 1

 Full text available: [pdf\(437.22 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

This poster provides a definition and taxonomy for iconic communication and describes the use of formal psychological tools and methods in the evaluation of icons. The methods that can be usefully applied include: 1. Psychophysics 2. Scaling 3. Recognition/Memory Testing 4. Statistical Modeling/Analysis Examples of some of these approaches are provided from pilot studies currently under way at HP. Analyses used include Multi-Dimensional Scaling (MDS) and Cluster analysis. Results can be applied to de ...

2 [Identifying & sketching the future: VisualIDs: automatic distinctive icons for desktop interfaces](#)

J. P. Lewis, Ruth Rosenholtz, Nickson Fong, Ulrich Neumann

 August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

 Full text available: [pdf\(410.22 KB\)](#) [mov\(22:20 MIN\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Although existing GUIs have a sense of space, they provide no sense of place. Numerous studies report that users misplace files and have trouble wayfinding in virtual worlds despite the fact that people have remarkable visual and spatial abilities. This issue is considered in the human-computer interface field and has been addressed with alternate display/navigation schemes. Our paper presents a fundamentally graphics based approach to this 'lost in hyperspace' problem. Specifically, we propose ...

Keywords: Information retrieval, pattern synthesis, psychology

3 [AUDITORY ICONS IN LARGE-SCALE COLLABORATIVE ENVIRONMENTS](#)

William W. Gaver, Randall B. Smith

 December 1990 **ACM SIGCHI Bulletin**, Volume 23 Issue 1

 Full text available: [pdf\(40.62 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

We discuss the potential for auditory icons to address several common problems in large-scale, multiprocessing, and collaborative systems. These problems include those of confirming user-initiated actions, providing information about ongoing processes or system states, providing adequate navigational information, and signalling the existence and activity

of other users who may be working in a part of the system that is not visible. We provide several examples of useful auditory icons drawn from ...

4 Communicating with icons as computer commands

Philip Rubens, Robert Krull

October 1988 **Proceedings of the 6th annual international conference on Systems documentation**

Full text available:  [pdf\(930.61 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

5 EXPERIMENTAL EVALUATION OF ICON QUALITY

Paul F. Sorenson, Jayson M. Webb

October 1991 **ACM SIGCHI Bulletin**, Volume 23 Issue 4

Full text available:  [pdf\(115.95 KB\)](#) Additional Information: [full citation](#), [abstract](#)

There are currently no standard methods to assess and ensure the usability of graphical user interfaces (GUIs). A series of experiments were designed to measure the factors that affect the usability of a common element of GUIs, icons. A procedure for designing effective iconic images based on our results with subjects from widely varying educational and computer backgrounds is described.

6 Iconic Techniques for Feature Visualization

Frits H. Post, Frank J. Post, Theo Van Walsum, Deborah Silver

October 1995 **Proceedings of the 6th conference on Visualization '95**

Full text available:  [pdf\(1.23 MB\)](#)  Additional Information: [full citation](#), [abstract](#), [citations](#)
[Publisher Site](#)

This paper presents a conceptual framework and a process model for feature extraction and iconic visualization. Feature extraction is viewed as a process of data abstraction, which can proceed in multiple stages and corresponding data abstraction levels. The features are represented by attribute sets, which play a key role in the visualization process. Icons are symbolic parametric objects, designed as visual representations of features. The attributes are mapped to the parameters (or degrees of ...

Keywords: scientific visualization, feature extraction, iconic visualization, attribute calculation

7 Student posters: Finding what changes: a technique for evaluating icon coding in display systems

Angela Garabet, Tonya Stokes

March 2001 **CHI '01 extended abstracts on Human factors in computing systems**


Full text available:  [pdf\(192.43 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In large-scale systems a user may be required to perform status-monitoring tasks that rely upon the detection of changes among differentially coded icons. We demonstrate a technique for analyzing the utility of coding dimensions in terms of the users' ability to detect display changes in icons that share properties (form, color, orientation, etc.). Results suggest that observers may use the dimensions of color and form to selectively attend to the icons relevant to the task. However, users were ...

Keywords: attention, display systems, grouping, icons

Books and reading: A document corpus browser for in-depth reading

Eric Bier, Lance Good, Kris Popat, Alan Newberger

June 2004 **Proceedings of the 4th ACM/IEEE-CS joint conference on Digital libraries**Full text available:  pdf(164.61 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Software tools, including Web browsers, e-books, electronic document formats, search engines, and digital libraries are changing the way people read, making it easier for them to find and view documents. However, while these tools provide significant help with short-term reading projects involving small numbers of documents, they provide less help with longer-term reading projects, in which a topic is to be understood in depth by reading many documents. For such projects, readers must find and m ...

Keywords: bookplex, computer-aided reading, digital library, document management, spatial memory, visualization, zoomable user interface

9 A rule of thumb of icons' visual distinctiveness

Sri Hastuti Kurniawan

November 2000 **Proceedings on the 2000 conference on Universal Usability**Full text available:  pdf(241.10 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Icon's distinctiveness could be divided into physical distinctiveness, which is related to recognition of the objects the icon is comprised of, and perceptual distinctiveness, which is related to the understanding of what the objects in the icon represent. An icon is usually designed in an environment that consists of a set of icons. In this setting, the icon has to be physically and perceptually distinguishable among the other icons in the set. Icons performing similar functions, however, sh ...

Keywords: human-computer interaction, icon, visual modality

10 WYSIWIS revised: early experiences with multiuser interfaces

M. Stefik, D. G. Bobrow, G. Foster, S. Lanning, D. Tatar

April 1987 **ACM Transactions on Information Systems (TOIS)**, Volume 5 Issue 2Full text available:  pdf(1.83 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

WYSIWIS (What You See Is What I See) is a foundational abstraction for multiuser interfaces that expresses many of the characteristics of a chalkboard in face-to-face meetings. In its strictest interpretation, it means that everyone can also see the same written information and also see where anyone else is pointing. In our attempts to build software support for collaboration in meetings, we have discovered that WYSIWIS is crucial, yet too inflexible when strictly enforced. This paper is ab ...

11 An experimental evaluation of multivariate graphical point representations

Leland Wilkinson

March 1982 **Proceedings of the 1982 conference on Human factors in computing systems**Full text available:  pdf(602.04 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In a generally optimistic assessment of progress in the psychology of human-computer interaction, Moran [30] reported that the field "needs to work more at bringing existing areas of cognitive psychology and traditional human factors to bear on user behavior." This caveat applies especially to the area of computer graphics because of the dearth of experiments and theory on the effectiveness of various types of graphical displays. Broad

applications of psychological theory to gra ...

12 Fast visualization methods for comparing dynamics: a case study in combustion

Kay A. Robbins, Michael Gorman

October 2000 **Proceedings of the conference on Visualization '00**


Full text available:  [pdf\(741.85 KB\)](#) Additional Information: [full citation](#), [index terms](#)

Keywords: movies, pattern formation, realtime visualization, steering, symmetry, tiling

13 Automating envisionment of virtual meeting room histories

Allen Ginsberg, Sid Ahuja

January 1995 **Proceedings of the third ACM international conference on Multimedia**

Full text available:  [htm\(47.54 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper addresses the problem of how to automatically generate visual representations of recorded histories of distributed multimedia collaborations. The work reported here focuses mainly on what we consider to be an innovative approach to this problem, viz., the use of a temporal representation format that displays the generic meta-information associated with multimedia content in a way that lets users focus on and access the associated content of interest. As a concrete example of the ...

14 Wind and wave auditory icons for monitoring continuous processes

Stéphane Conversy

April 1998 **CHI 98 conference summary on Human factors in computing systems**


Full text available:  [pdf\(254.02 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: auditory icons, background activities, continuous monitoring, non-speech audio

15 Generated glyphs as memorable desktop icons for document

Alain D. M. G. Vaillancourt

November 1998 **Proceedings of the 1998 workshop on New paradigms in information visualization and manipulation**

Full text available:  [pdf\(537.36 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: hardware/software interface

16 A planning language (a PLanguage)

T. Gilb

July 1989 **ACM SIGAPL APL Quote Quad , Conference proceedings on APL as a tool of thought**, Volume 19 Issue 4

Full text available:  [pdf\(597.38 KB\)](#) Additional Information: [full citation](#), [index terms](#)

17 SIMSCRIPT II.5 and simanimation, a tutorial

Edward C. Russell

December 1987 **Proceedings of the 19th conference on Winter simulation**

Full text available:  pdf(931.50 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The SIMSCRIPT 11.5 programming language is described, and a complete simulation example is presented.



18 SIMSCRIPT II.5 and SIMGRAPHICS: a tutorial

Edward C. Russell

December 1988 **Proceedings of the 20th conference on Winter simulation**

Full text available:  pdf(856.00 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The SIMSCRIPT II.5 programming language is described, and a complete simulation example is presented.



19 The visual display of information in an information retrieval environment

Donald B. Crouch

September 1986 **Proceedings of the 9th annual international ACM SIGIR conference on Research and development in information retrieval**

Full text available:  pdf(893.49 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This paper gives an overview of the graphical techniques which have been used in the representation of information in a document collection environment. An assessment of the applicability of existing multivariate data graphical techniques to the vector space model is presented.



20 A continuous clustering method for vector fields

H. Garcke, T. Preußer, M. Rumpf, A. Telea, U. Weikard, J. van Wijk

October 2000 **Proceedings of the conference on Visualization '00**

Full text available:  pdf(1.64 MB) Additional Information: [full citation](#), [citations](#), [index terms](#)



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Wendy Chisholm, Gregg Vanderheiden, Ian Jacobs

 July 2001 **interactions**, Volume 8 Issue 4

 Full text available: [pdf\(471.98 KB\)](#)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


2 [Interactive Editing Systems: Part II](#)

Norman Meyrowitz, Andries van Dam

 September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

 Full text available: [pdf\(9.17 MB\)](#)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


3 [Documentation for novice computer users](#)

John Dohar

 November 1993 **Proceedings of the 21st annual ACM SIGUCCS conference on User services**

 Full text available: [pdf\(316.08 KB\)](#)

 Additional Information: [full citation](#), [index terms](#)


4 [Creating user interfaces using programming by example, visual programming, and constraints](#)





Brad A. Myers



 April 1990 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 12 Issue 2



 Full text available: [pdf\(3.08 MB\)](#)



 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


Peridot is an experimental tool that allows designers to create user interface components without conventional programming. The designer draws pictures of what the interface should look like and then uses the mouse and other input devices to demonstrate how the interface should operate. Peridot generalizes from these example pictures and actions to create parameterized procedures, such as those found in conventional user interface libraries such as the Macintosh Toolbox. Peridot uses visual ...

- 5 General purpose visual simulation system: a functional description 
John L. Bishop, Osman Balci
December 1990 **Proceedings of the 22nd conference on Winter simulation**
Full text available:  [pdf\(1.14 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
- 6 Form document management system SPECDOQ its architecture and implementation 
Hiroyuki Kitagawa, Makiko Gotoh, Sohei Misaki, Motoei Azuma
January 1984 **ACM SIGOIS Bulletin , Proceedings of the 2nd ACM-SIGOA conference on Office information systems**, Volume 5 Issue 1-2
Full text available:  [pdf\(1.08 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Architecture and implementation of a form document management system SPECDOQ are presented. The system automates or semi-automates manipulation of conventional form documents combining alphanumeric and Kanji/Kana character strings, texts, and graphics. SPECDOQ features uniform management of the document database in terms of unnormalized relations, named nested tables. Complicated manipulation of form documents can be accomplished by combinations of abstract, algebraic operations on the nest ...
- 7 Pen computing: a technology overview and a vision 
André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3
Full text available:  [pdf\(5.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...
- 8 Toolglass and magic lenses: the see-through interface 
Eric A. Bier, Maureen C. Stone, Ken Pier, William Buxton, Tony D. DeRose
September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**
Full text available:  [pdf\(232.08 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: button, control panel, lens, macro, menu, multi-hand, transparent, viewing filter
- 9 Human factors testing in the design of Xerox's 8010 "Star" office workstation 
William L. Bewley, Teresa L. Roberts, David Schroit, William L. Verplank
December 1983 **Proceedings of the SIGCHI conference on Human Factors in Computing Systems**
Full text available:  [pdf\(636.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Integral to the design process of the Xerox 8010 "Star" workstation was constant concern for the user interface. The design was driven by principles of human cognition. Prototyping of ideas, paper-and-pencil analyses, and human-factors experiments with potential users all aided in making design decisions. Three of the human-factors experiments are described in this paper: A selection schemes test determined the number of buttons on the mouse

pointing device and ...

10 Artists' Guide to the Desktop, Part 2

Michael J. Hammel

April 2000 **Linux Journal**

Full text available:  [html\(29.06 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)


In this episode, Mr. Hammel tells us all about Enlightenment 0.16.1.



11 Navigating hierarchically clustered networks through fisheye and full-zoom methods

Doug Schaffer, Zhengping Zuo, Saul Greenberg, Lyn Bartram, John Dill, Shelli Dubs, Mark Roseman

June 1996 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 3 Issue 2

Full text available:  [pdf\(305.99 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Many information structures are represented as two-dimensional networks (connected graphs) of links and nodes. Because these network tend to be large and quite complex, people often prefer to view part or all of the network at varying levels of detail. Hierarchical clustering provides a framework for viewing the network at different levels of detail by superimposing a hierarchy on it. Nodes are grouped into clusters, and clusters are themselves place into other clusters. Us ...


Keywords: data acquisition, fisheye views, hierarchically clustered graphs, information visualization, supervisory control



12 Star graphics: An object-oriented implementation

Daniel E. Lipkie, Steven R. Evans, John K. Newlin, Robert L. Weissman

July 1982 **ACM SIGGRAPH Computer Graphics , Proceedings of the 9th annual conference on Computer graphics and interactive techniques**, Volume 16 Issue 3

Full text available:  [pdf\(955.07 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The XEROX Star 8010 Information System features an integrated text and graphics editor. The Star hardware consists of a processor, a large bit-mapped display, a keyboard and a pointing device. Star's basic graphic elements are points, lines, rectangles, triangles, graphics frames, text frames and bar charts. The internal representation is in terms of idealized objects that are displayed or printed at resolutions determined by the output device. This paper describes the design and implementa ...


Keywords: Business graphics, Subclassing



13 Papers: Off the wall: Fluid interaction with high-resolution wall-size displays

François Guimbretière, Maureen Stone, Terry Winograd

November 2001 **Proceedings of the 14th annual ACM symposium on User interface software and technology**

Full text available:  [pdf\(1.34 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes new interaction techniques for direct pen-based interaction on the Interactive Mural, a large (6'x3.5') high resolution (64 dpi) display. They have been tested in a digital brainstorming tool that has been used by groups of professional product designers. Our "interactive wall" metaphor for interaction has been guided by several goals: to support both free-hand sketching and high-resolution materials, such as images, 3D models and GUI application windows; to pres ...




Keywords: FlowMenu, Large displays, interactive wall

14 Elastic Windows: evaluation of multi-window operations

Eser Kandogan, Ben Shneiderman

March 1997 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available:  [pdf\(1.49 MB\)](#)


Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: information access and organization, multi-window operations, personal role management, tiled layout, user interfaces, window management

15 The UAN: a user-oriented representation for direct manipulation interface designs

H. Rex Hartson, Antonio C. Siochi, D. Hix

July 1990 **ACM Transactions on Information Systems (TOIS)**, Volume 8 Issue 3

Full text available:  [pdf\(1.78 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Many existing interface representation techniques, especially those associated with UIMS, are constructional and focused on interface implementation, and therefore do not adequately support a user-centered focus. But it is in the behavioral domain of the user that interface designers and evaluators do their work. We are seeking to complement constructional methods by providing a tool-supported technique capable of specifying the behavioral aspects of an int ...

16 Interactive Editing Systems: Part I

Norman Meyrowitz, Andries van Dam

September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3


Full text available:  [pdf\(3.08 MB\)](#)

Additional Information: [full citation](#), [citations](#), [index terms](#)

17 WYSIWIS revised: early experiences with multiuser interfaces

M. Stefik, D. G. Bobrow, G. Foster, S. Lanning, D. Tatar

April 1987 **ACM Transactions on Information Systems (TOIS)**, Volume 5 Issue 2

Full text available:  [pdf\(1.83 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

WYSIWIS (What You See Is What I See) is a foundational abstraction for multiuser interfaces that expresses many of the characteristics of a chalkboard in face-to-face meetings. In its strictest interpretation, it means that everyone can also see the same written information and also see where anyone else is pointing. In our attempts to build software support for collaboration in meetings, we have discovered that WYSIWIS is crucial, yet too inflexible when strictly enforced. This paper is ab ...

18 Noncommand user interfaces

Jakob Nielsen

April 1993 **Communications of the ACM**, Volume 36 Issue 4

Full text available:  [pdf\(6.81 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

19 Session VII - interfaces: multi-media and multi-user: WYSIWIS revised: early experiences with multi-user interfaces



M. Stefik, D. G. Bobrow, S. Lanning, D. Tatar, G. Foster

December 1986 **Proceedings of the 1986 ACM conference on Computer-supported cooperative work**

Full text available: [pdf\(1.09 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

WYSIWIS (What You See Is What I See) is a foundational abstraction for multi-user interfaces that expresses many of the characteristics of a chalkboard in face-to-face meetings. In its strictest interpretation, it means that everyone can see the same written information and also where anyone else is pointing. We present several examples of multi-user interfaces that start from the WYSIWIS abstraction. In our attempts to build software support for collaboration in meetings, we have discovered tha ...

20 Collaboration using multiple PDAs connected to a PC



Brad A. Myers, Herb Stiel, Robert Gargiulo

November 1998 **Proceedings of the 1998 ACM conference on Computer supported cooperative work**

Full text available: [pdf\(1.27 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: PalmPilot, amulet, pebbles, personal digital assistants, single display groupware

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